## **Executing Active Retrieval Operations**

The active retrieval menu for a particular object type is called with code A and the object code in a Predict main menu or the command ACTIVE <object-type>. The table below shows the valid object types and the respective codes:

| Object Type  | Code |
|--------------|------|
| Field        | EL   |
| File         | FI   |
| Member       | ME   |
| Program      | PR   |
| System       | SY   |
| Verification | VE   |

Calling active retrieval functions with commands is described under the corresponding object type.

The following topics are covered here:

- Selecting Objects for Active Retrieval Operations
- Using Implementation Pointers to Establish a Connection between Documentation and XRef Data

## **Selecting Objects for Active Retrieval Operations**

Active retrieval operations are applied to either Predict objects or XRef data for implemented objects that are selected with selection criteria.

All parameters used to specify selection criteria are described in the respective **Limiting the Scope of Object Type Active Retrieval** sections.

With the exception of Active Retrieval Member operations, all Active Retrieval operations are applied to documentation objects and evaluate XRef data accordingly.

Active Retrieval Member operations are applied to XRef data and evaluate documentation data accordingly.

## Using Implementation Pointers to Establish a Connection between Documentation and XRef Data

Active retrieval functions require that Predict knows which documentation objects document which members. The connection of documentation data and XRef data is established with the implementation pointer of documentation objects (member name, library name, user system file number and user system database number).

If the same member exists in several libraries, avoid multiple documentation of this member by omitting the library name, file number and database number. Predict then finds out for itself all the libraries in which this member exists.

With some functions, all implemented members are displayed. In others, the 'best hit' principle is applied: the member with the most detailed implementation pointer is displayed.

Example: if one member is identified by member and library, and another by member, library and file number, the latter will be displayed.

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